

FIG. 1

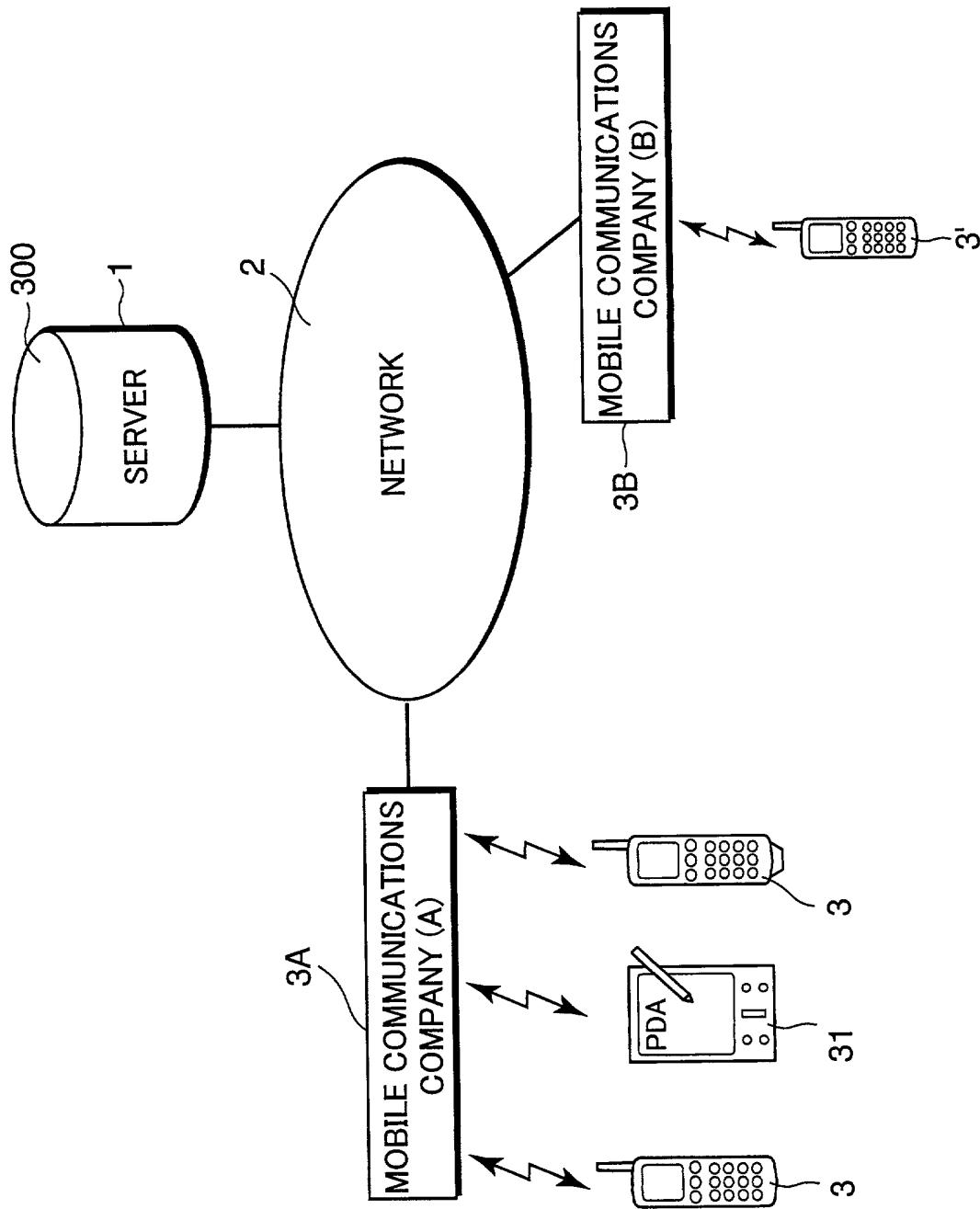


FIG.2

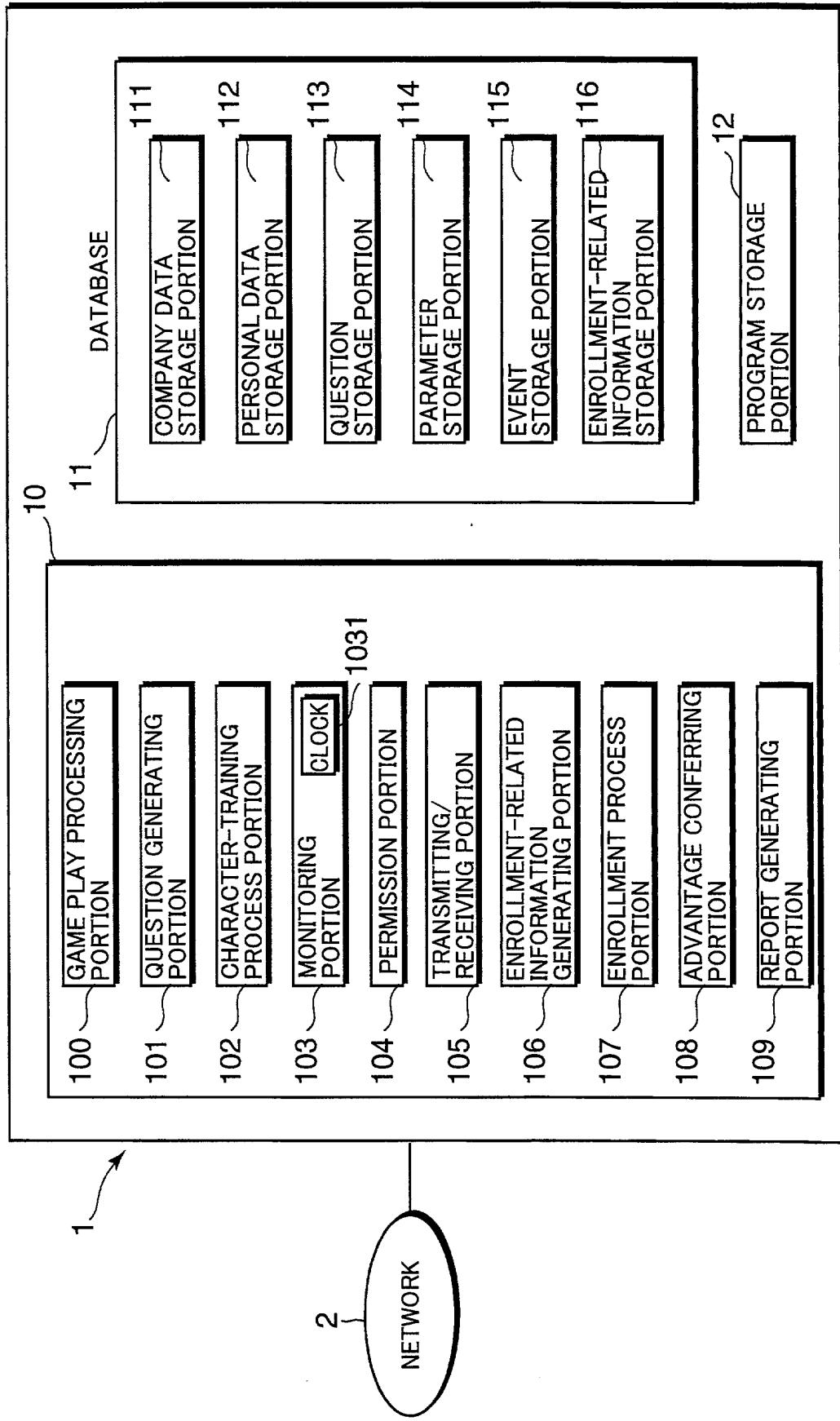


FIG.3

PARAMETER	DESCRIPTION	RANGE	REMARKS
1 NICKNAME	NAME IN GAME	TOTAL 8 CHARACTERS	REGISTER AT GAME START
2 SEX	PLAYER'S SEX	-	♂ / ♀
3 LEVEL	PLAYER'S CLEAR COUNT	0~10	PARAMETER RISES WITH LEVEL
4 DAYS	DAYS SINCE START OF GAME	0~60	
5 POSITION	CURRENT POSITION	-	
6 GOLD	CASH ON HAND	0~	
7 PHYSICAL STRENGTH	IF LOW, PARAMETER INCREASE DOWN (BASE IS 80)	0~100	INITIAL VALUE 100
8 INTELLIGENCE	SMARTS RESOURCEFULNESS	0~1000	DETERMINED IN HEALTH CHECK (ABOUT 250)
9 CONDUCT	BEHAVIOR,JUDGEMENT	0~1000	DETERMINED IN HEALTH CHECK (ABOUT 250)
10 CHARM	INTERPERSONAL SKILLS, CHARM	0~1000	DETERMINED IN HEALTH CHECK (ABOUT 250)
11 FORTUNE	EASILY PASSES TESTS	0~1000	DETERMINED RANDOMLY
12 TRUST	TRUST OF COMPANY WHEN PRESIDENT	0~100	INITIAL VALUE 100 (IF 0,BANKRUPTCY)
13 LOVE	IF HIGH SOMETHING GOOD	0~100	INITIAL VALUE 50
14 INDEPENDENCE	IF HIGH, OTHER PARAMETERS DO NOT RISE EASILY	0~100	INITIAL VALUE 0

**FIG.4A**

	MODE	DESCRIPTION	CONTENT	PARAMETER INCREMENT/DECREMENT (FOR 1 QUESTION)						
				PS	I	C	CH	F	L	IND
1	WORK	WORK HARD	BUSINESS MANNERS (3 QUESTIONS)	-2~0	0	+2~8	0	0	-1	-1
2	GATHER INFORMATION	IMPROVE KNOWLEDGE	BUZZWORD QUIZ (3 QUESTIONS)	-1~0	+2~8	0	0	0	-1	-1
3	SOCIAL LIFE	LIVE WELL	RANDOM (1 QUESTION)	-4~ -2	0	0	+2~8	0	-3	-1
4	AFTER 5	MAKE FRIENDS	—	+3~6	-2~ -6	-2~ -6	+4~16	0	+4~10	+1
5	REFRESH	EXCHANGE VIEWS	EXCHANGE MAIL	+1~3	-1	-1	-1	0	0	0
6	REFER FRIEND	INCREASE EMPLOYEES	—	+10%	+10%	+10%	+10%	+10%	+10%	+10%

**FIG.4B**

	CATEGORY	DESCRIPTION	PARAMETER INCREMENT/DECREMENT						REMARKS	
			PS	I	C	CH	F	L		
1	WORK	WORK HARD	-2~0	0	+2~8	0	0	-1	+2	SAME AS EMPLOYEE
2	GATHER INFORMATION	IMPROVE KNOWLEDGE	-1~0	+2~8	0	0	0	-1	+2	SAME AS EMPLOYEE
3	PROMOTE/ REMOTE	PROMOTE AND DEMOTE	-8	-2	+4	-4	-2~+2	-20	-10	—
4	MEETING	CONVOKE EMPLOYEES	-4	+2	+4	+2~4	-2~+2	0	+2	EXCHANGE VIEWS WITH EMPLOYEES
5	AFTER 5	MAKE FRIENDS	+3~6	-2~ -6	+4~16	0	+4~10	+1	+1	SAME AS EMPLOYEE
6	REFRESH	EXCHANGE VIEWS WITH FRIENDS	+1~3	-1	-1	0	0	0	0	SAME AS EMPLOYEE
7	REFER FRIEND	INCREASE EMPLOYEES	+10%	+10%	+10%	+10%	+10%	+10%	+10%	SAME AS EMPLOYEE

FIG.5

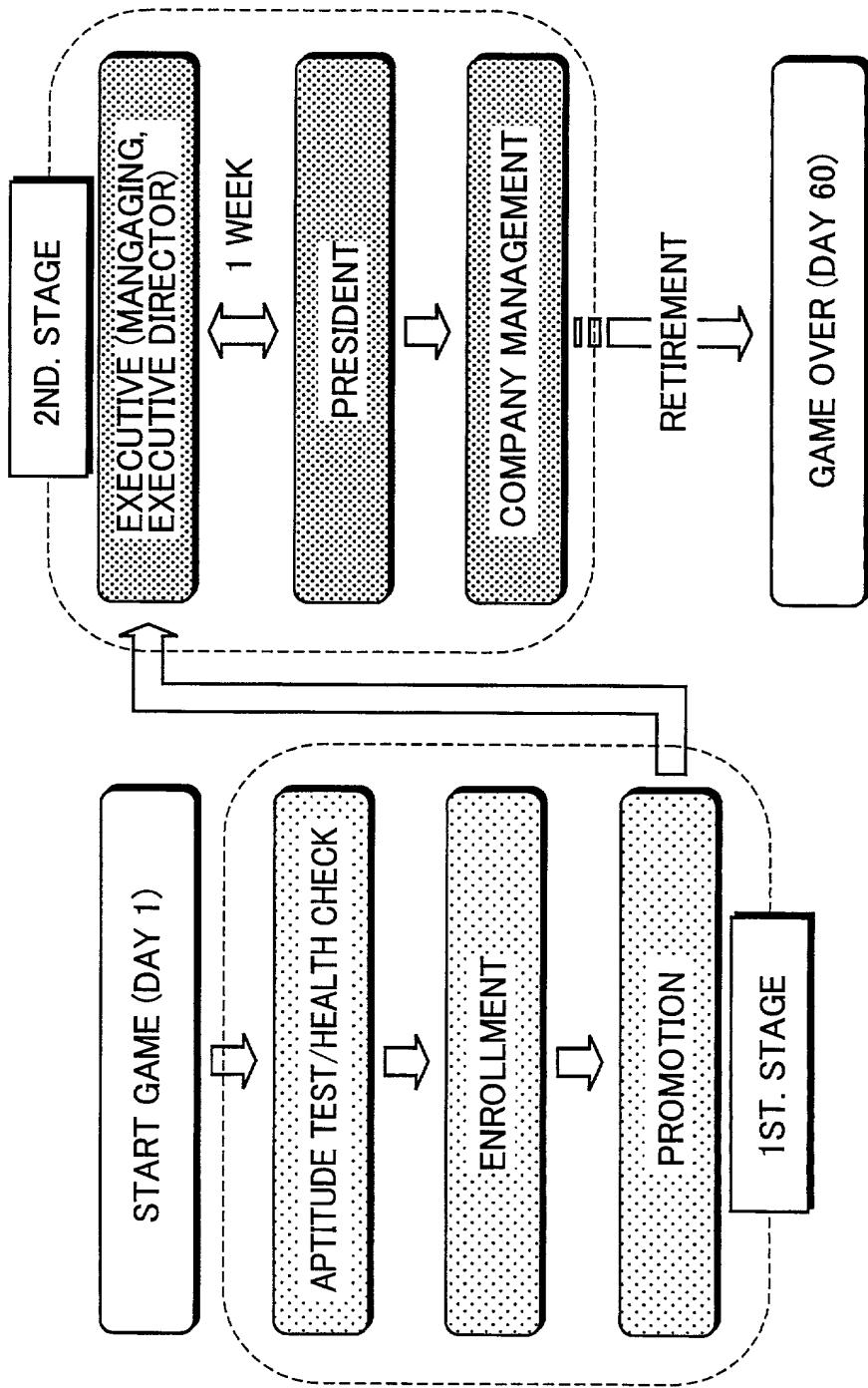


FIG.6

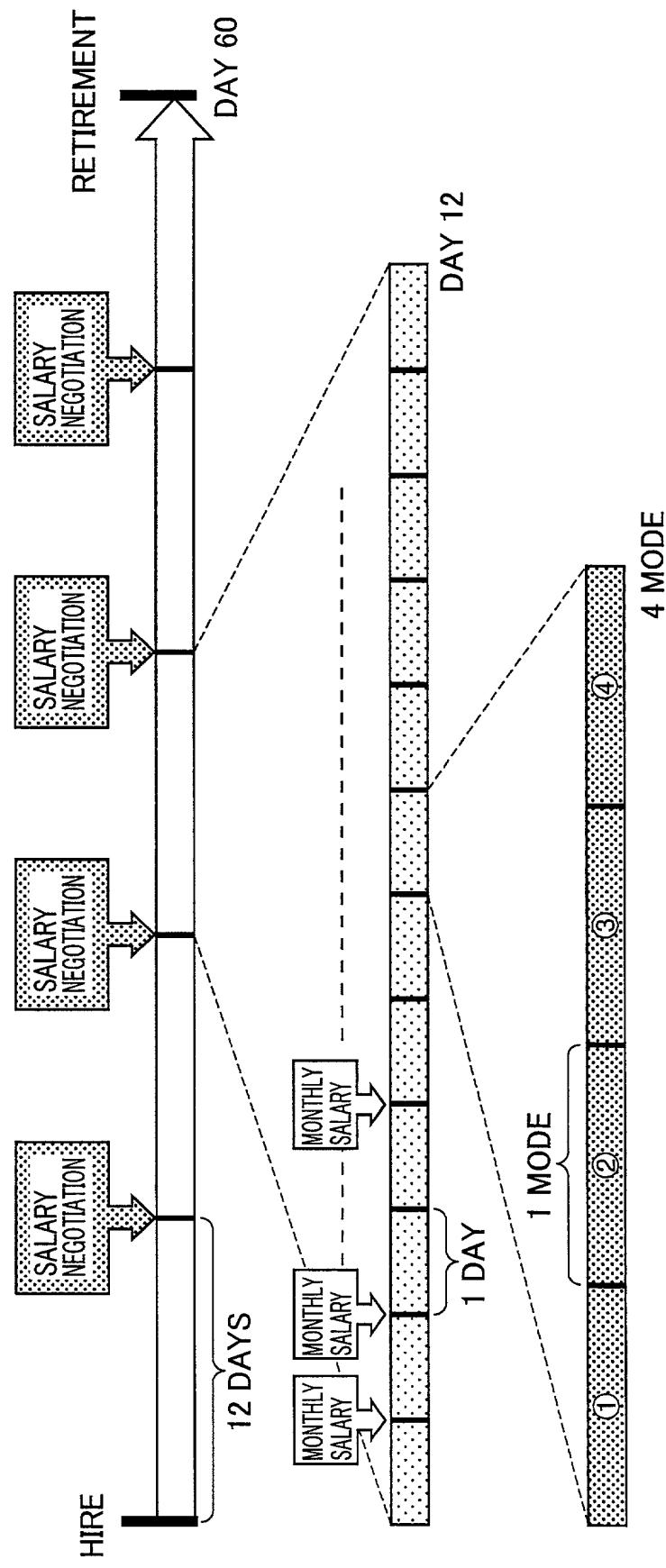


FIG.7

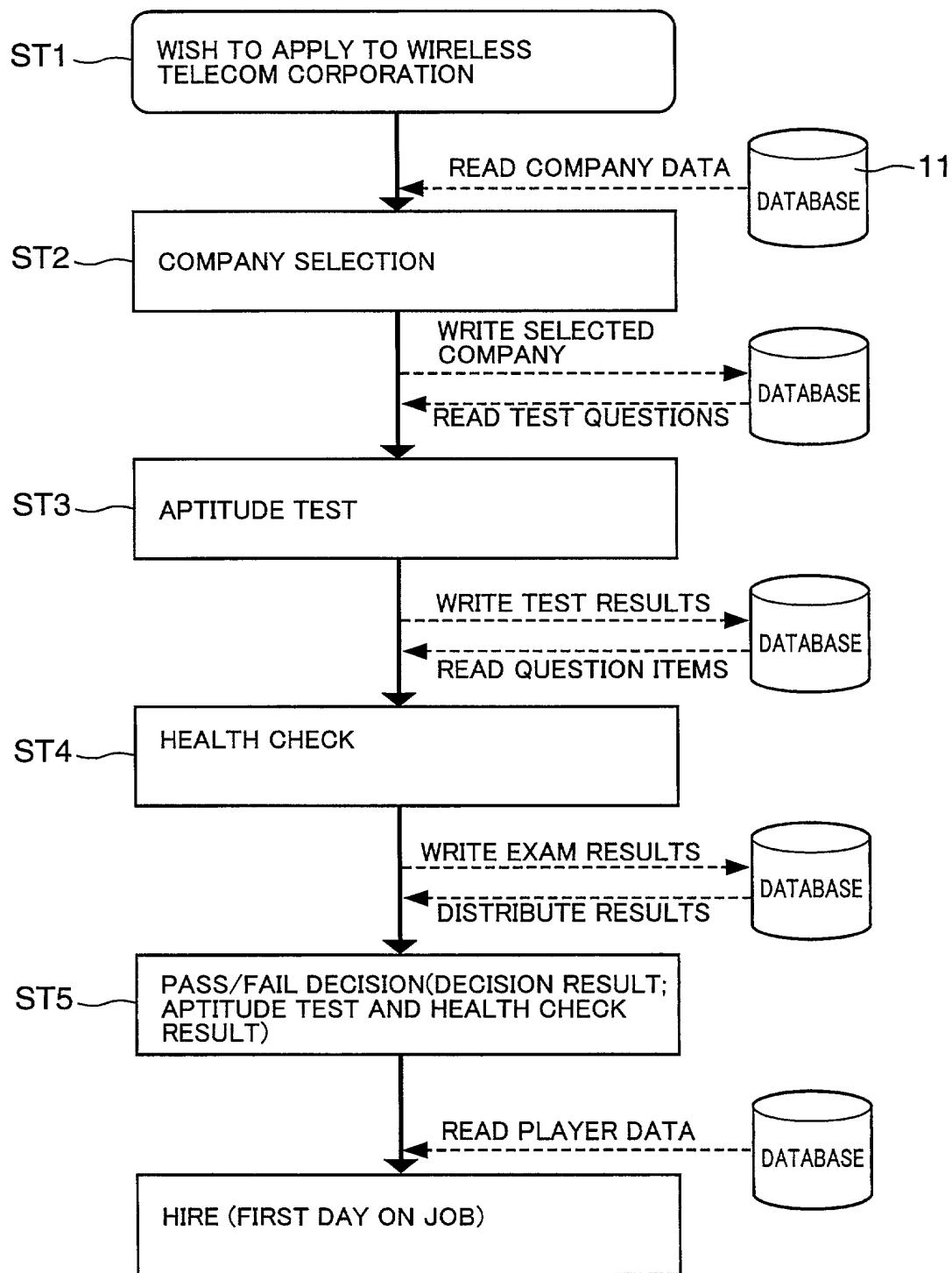


FIG.8

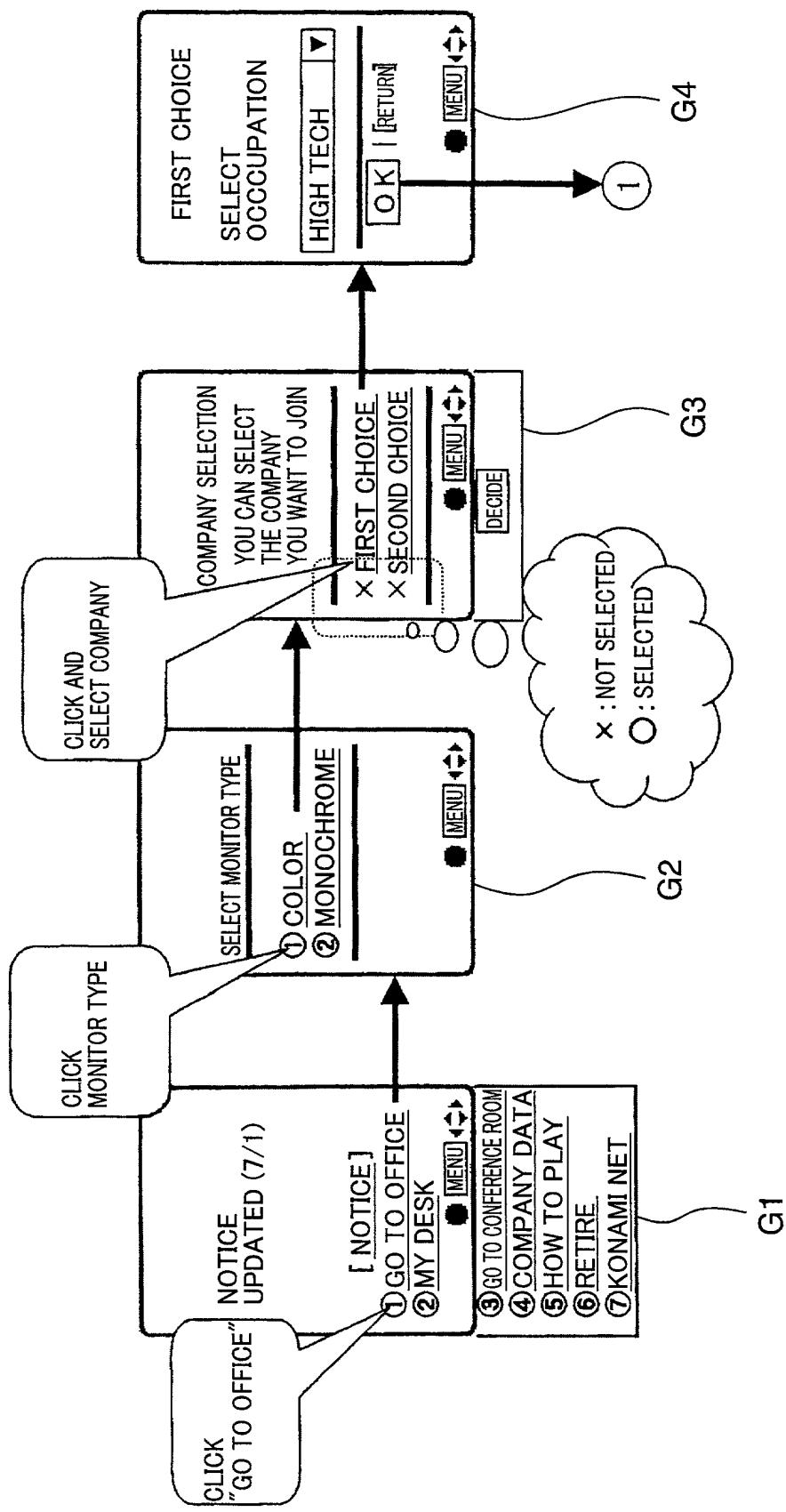


FIG.9

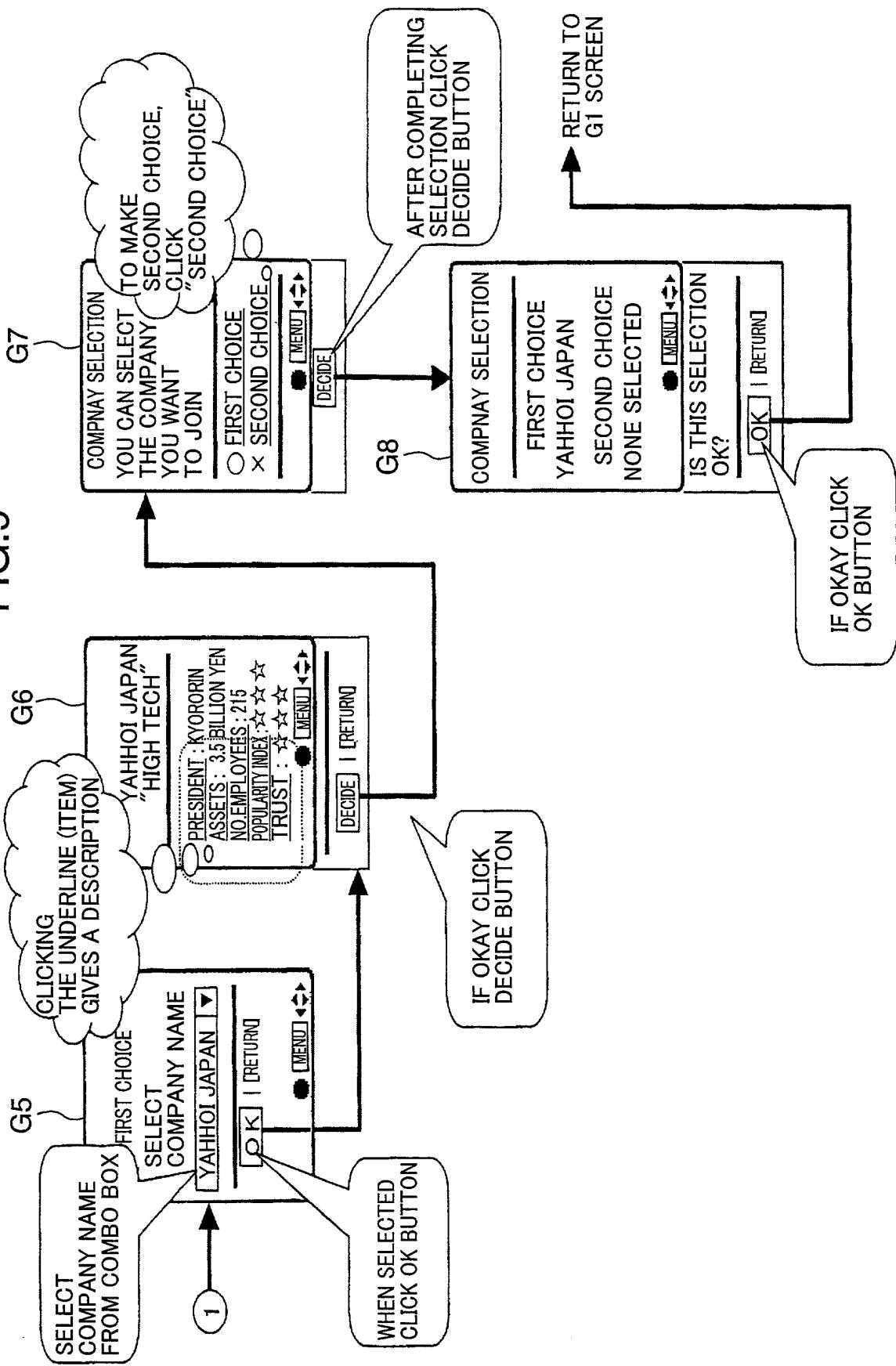


FIG. 10

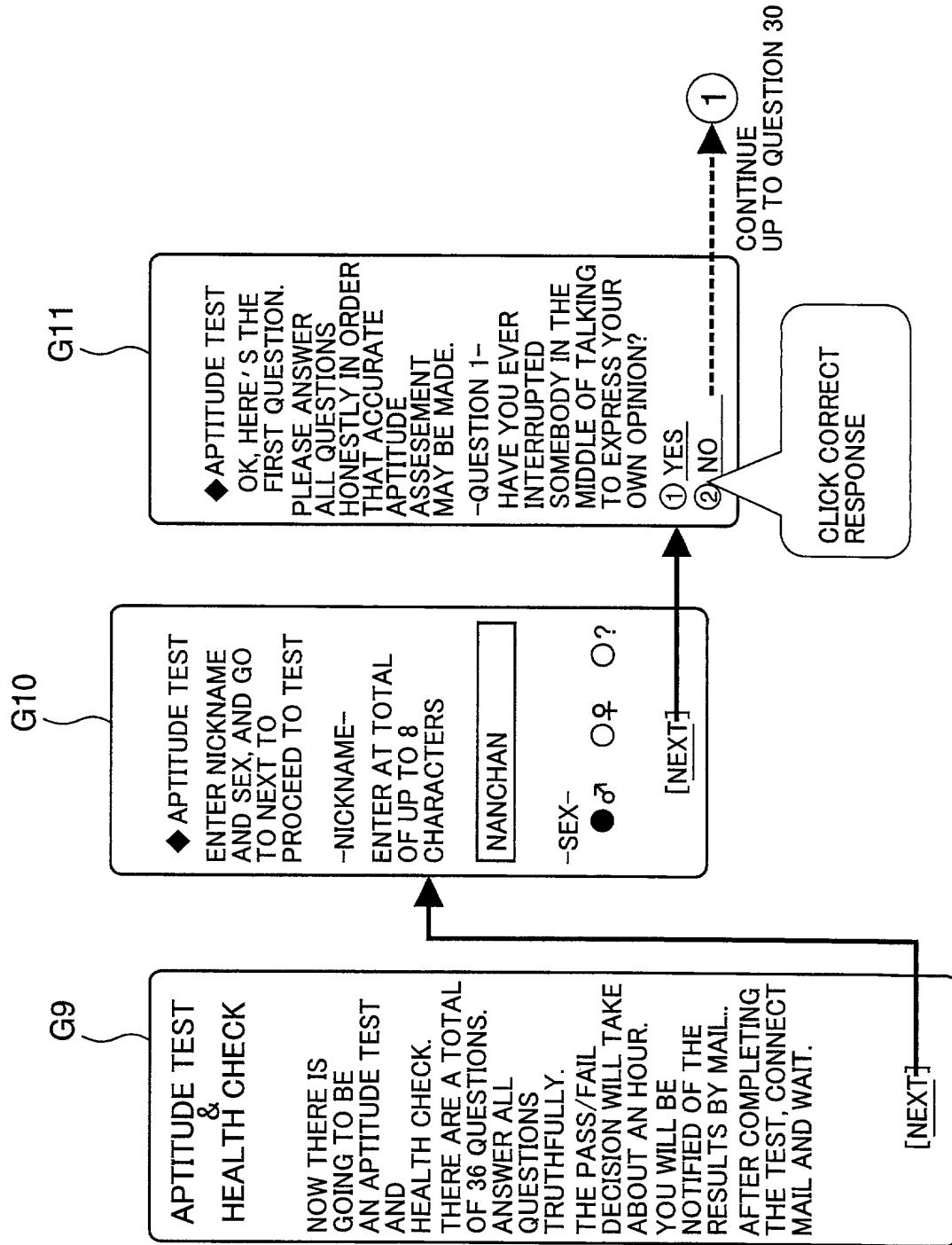


FIG. 11

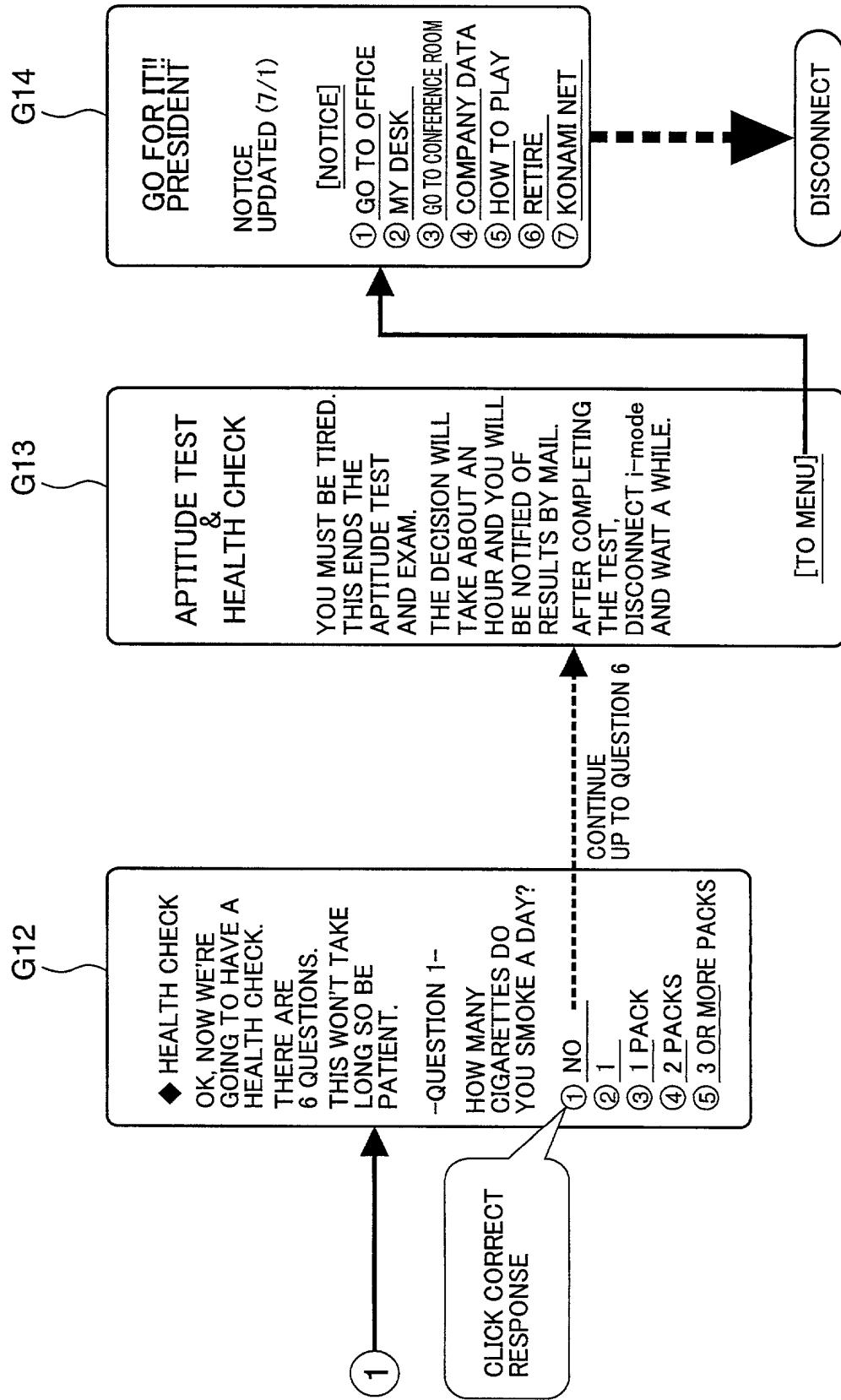


FIG.12 G14

G1

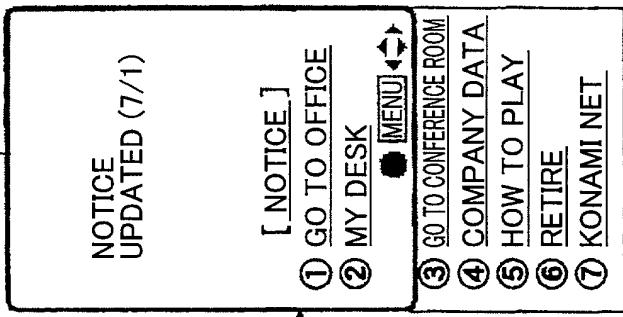
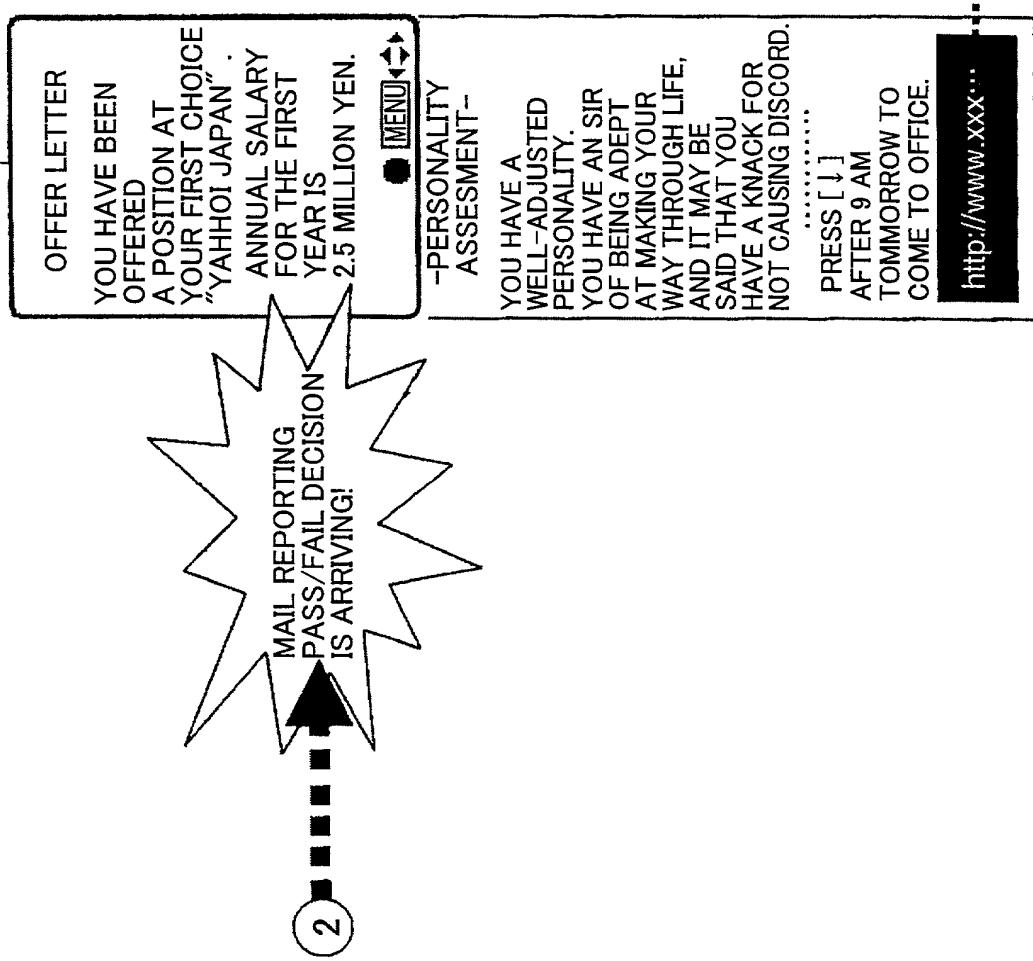


FIG.13

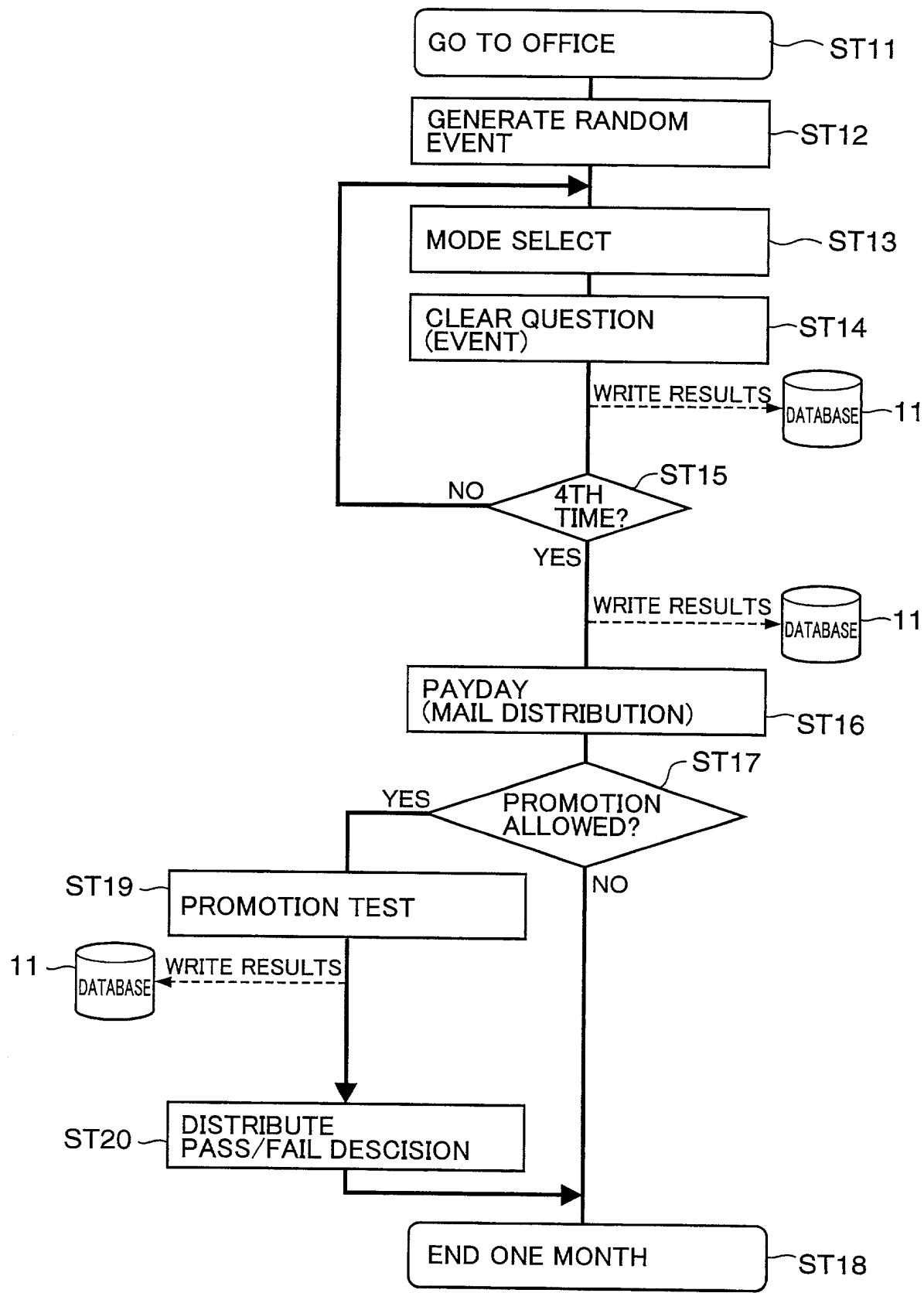


FIG.14

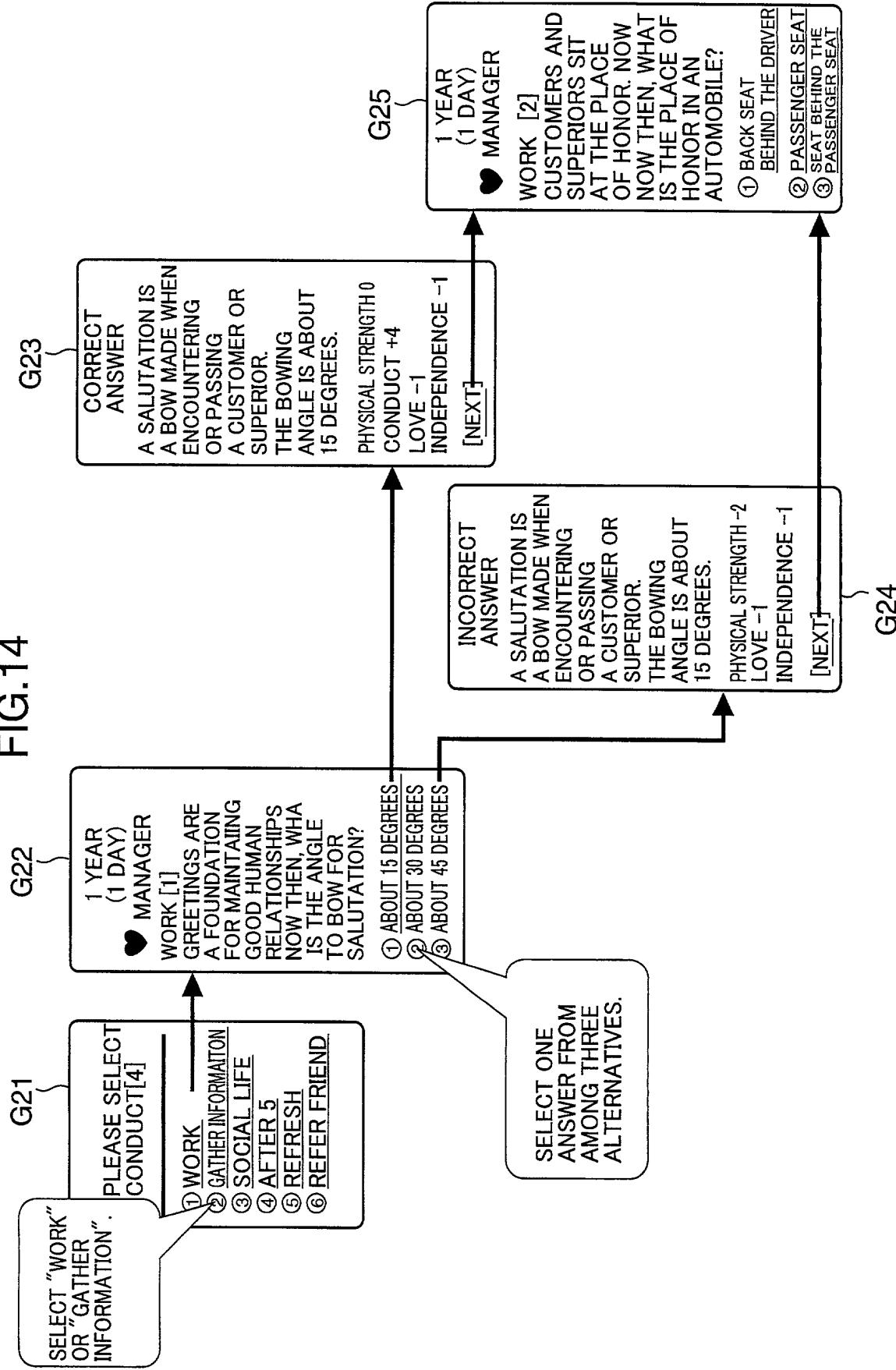


FIG. 15

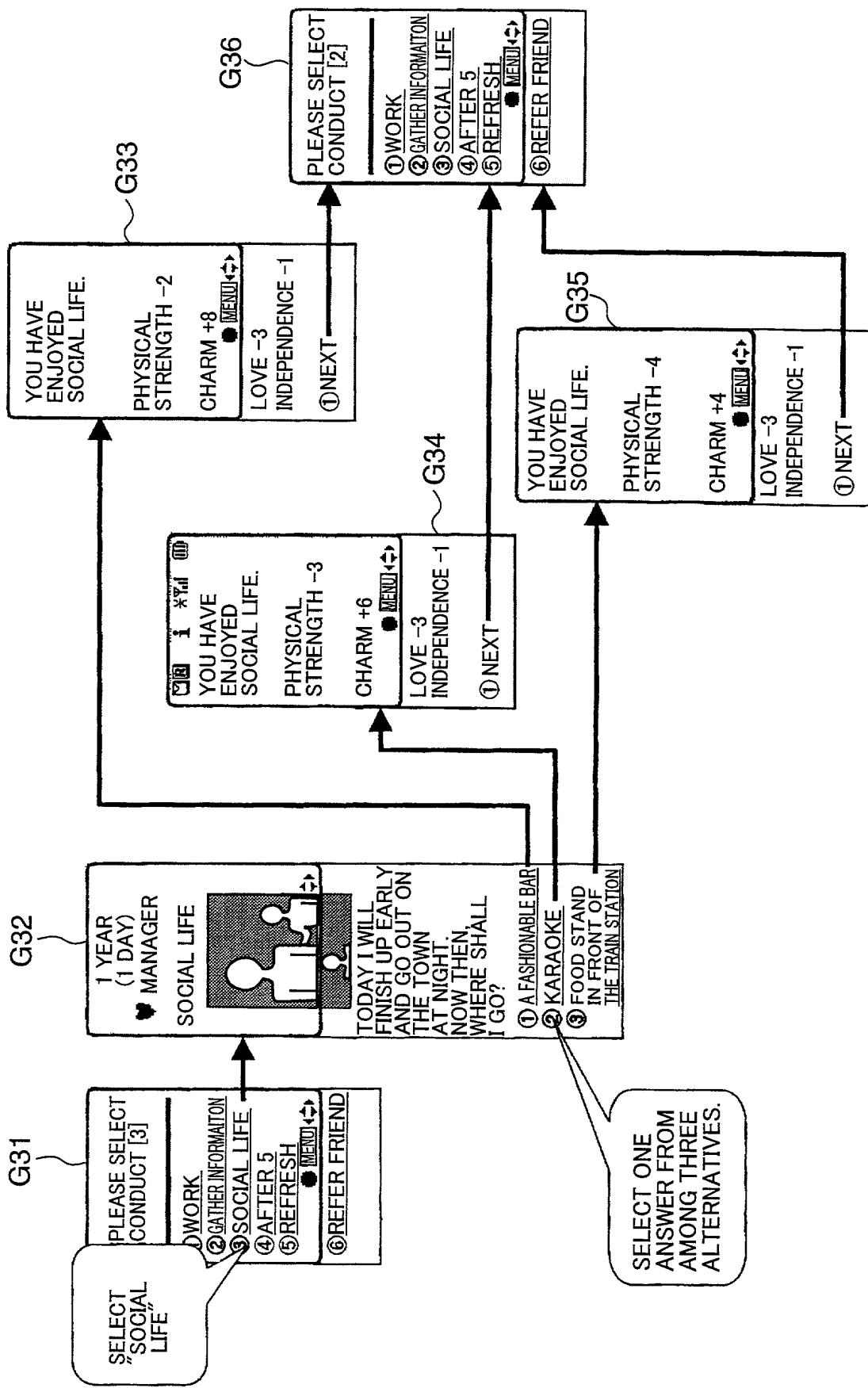


FIG. 16

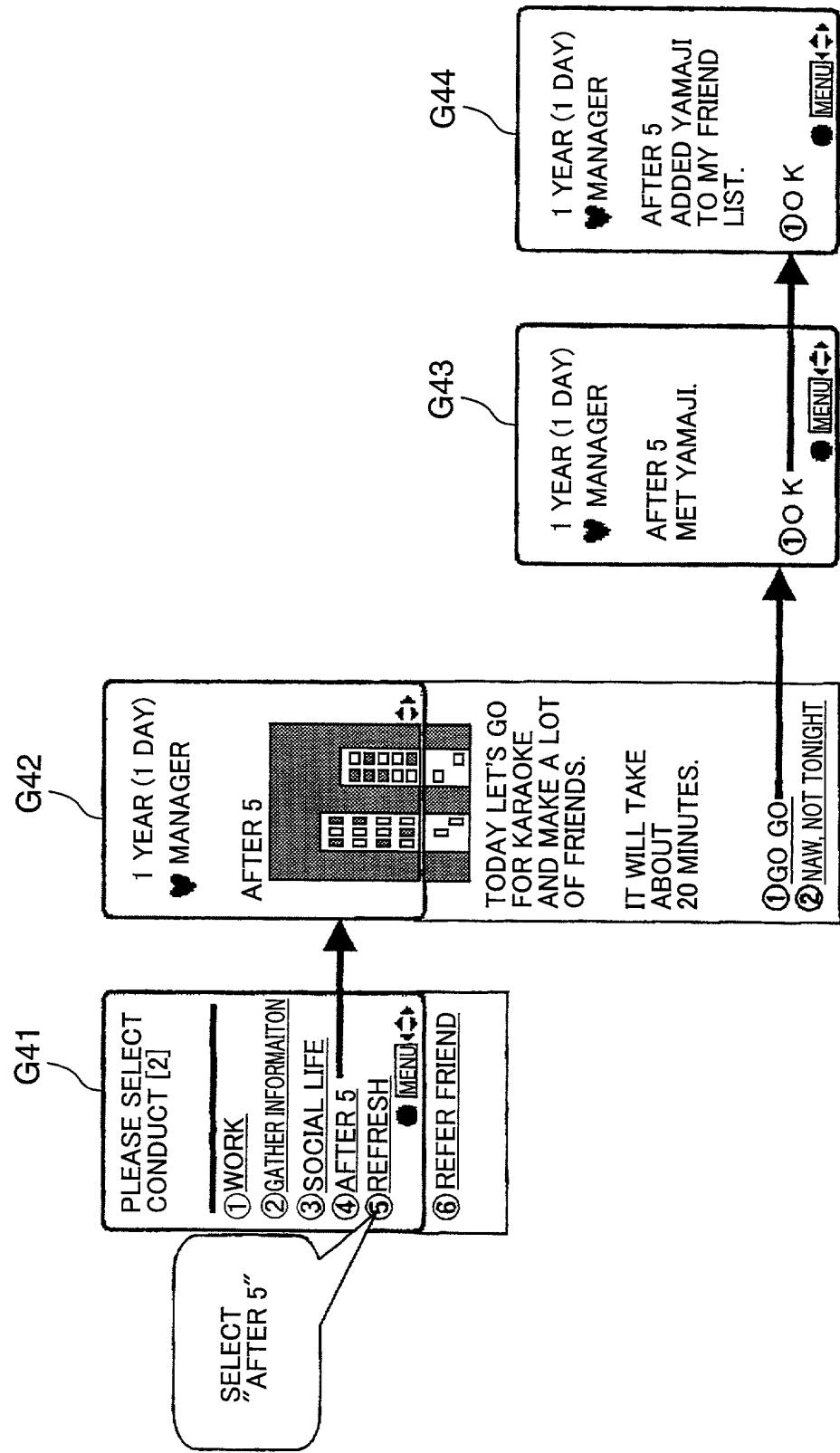
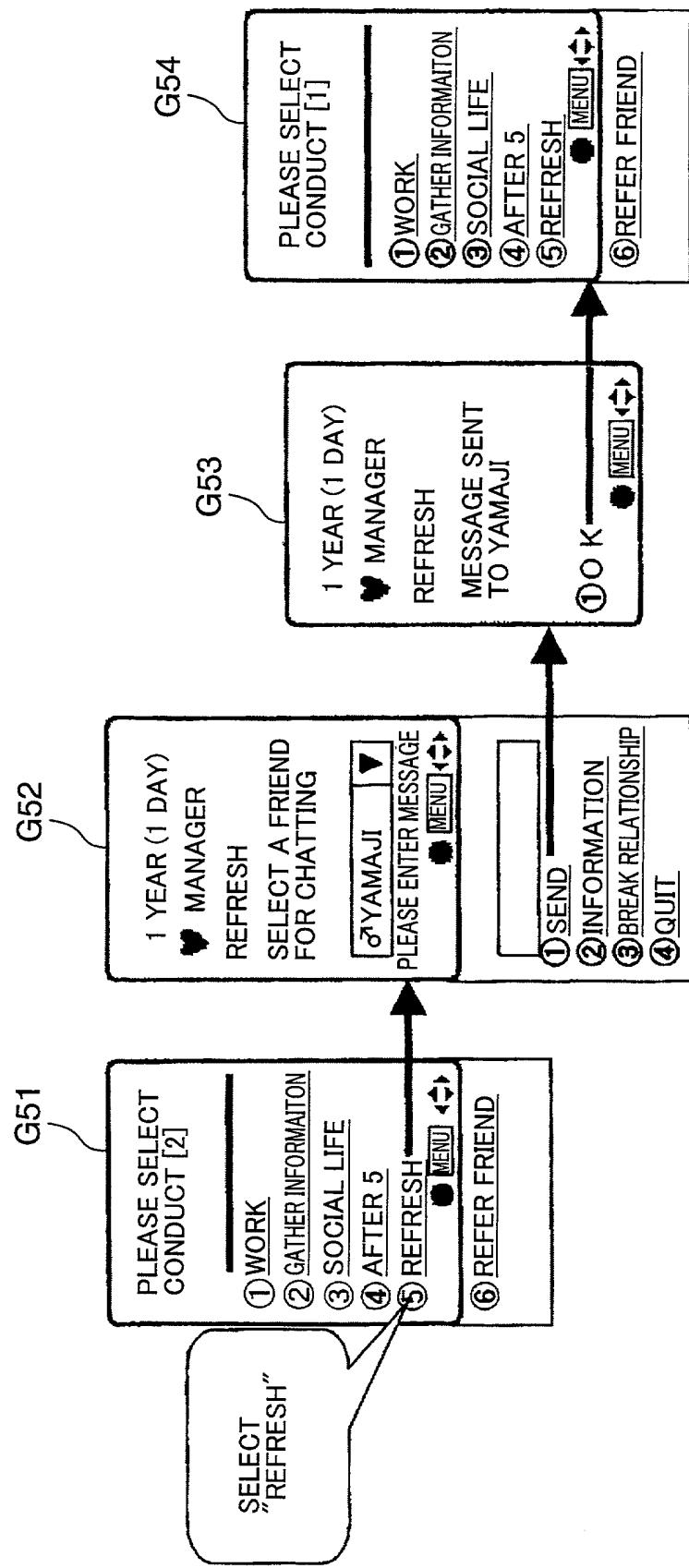


FIG.17



# FIG.18

	POSITION	CONDITION	TEST CONTENT
1	MANAGER	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE $\geq 301$	QUESTIONS RELATING TO BUSINESS MANNERS, BUZZWORDS
2	CHIEF CLERK	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE $\geq 351$	QUESTIONS RELATING TO BUSINESS MANNERS , BUZZWORDS
3	SECTION HEAD	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE $\geq 401$ (30% FOR CHIEF CLERK/SECTION HEAD TOGETHER)	QUESTIONS RELATING TO BUSINESS MANNERS, BUZZWORDS
4	DEPT. HEAD	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE $\geq 451$ (30% FOR CHIEF CLERK/SECTION HEAD TOGETHER)	QUESTIONS RELATING TO BUSINESS MANNERS, BUZZWORDS
5	MANAGING DIR.	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE $\geq 511$ (10% FOR MANAGING/EXEC. DIR. TOGETHER)	QUESTIONS RELATING TO MANAGEMENT (ANSWERS ARE RANDOM)
6	EXEC. DIR.	TOTAL OF AVG. OF INTELLIGECE AND CONDUCT + 10% FORTUNE $\geq 571$ (10% FOR MANAGING/EXEC. DIR. TOGETHER)	QUESTIONS RELATING TO MANAGEMENT (ANSWERS ARE RANDOM)
7	PRES.	PARAMETERS HIGHER THAN CURRENT PRES.	SELECTED FROM EXECUTIVES, INCLUDING PRESIDENT

FIG. 19

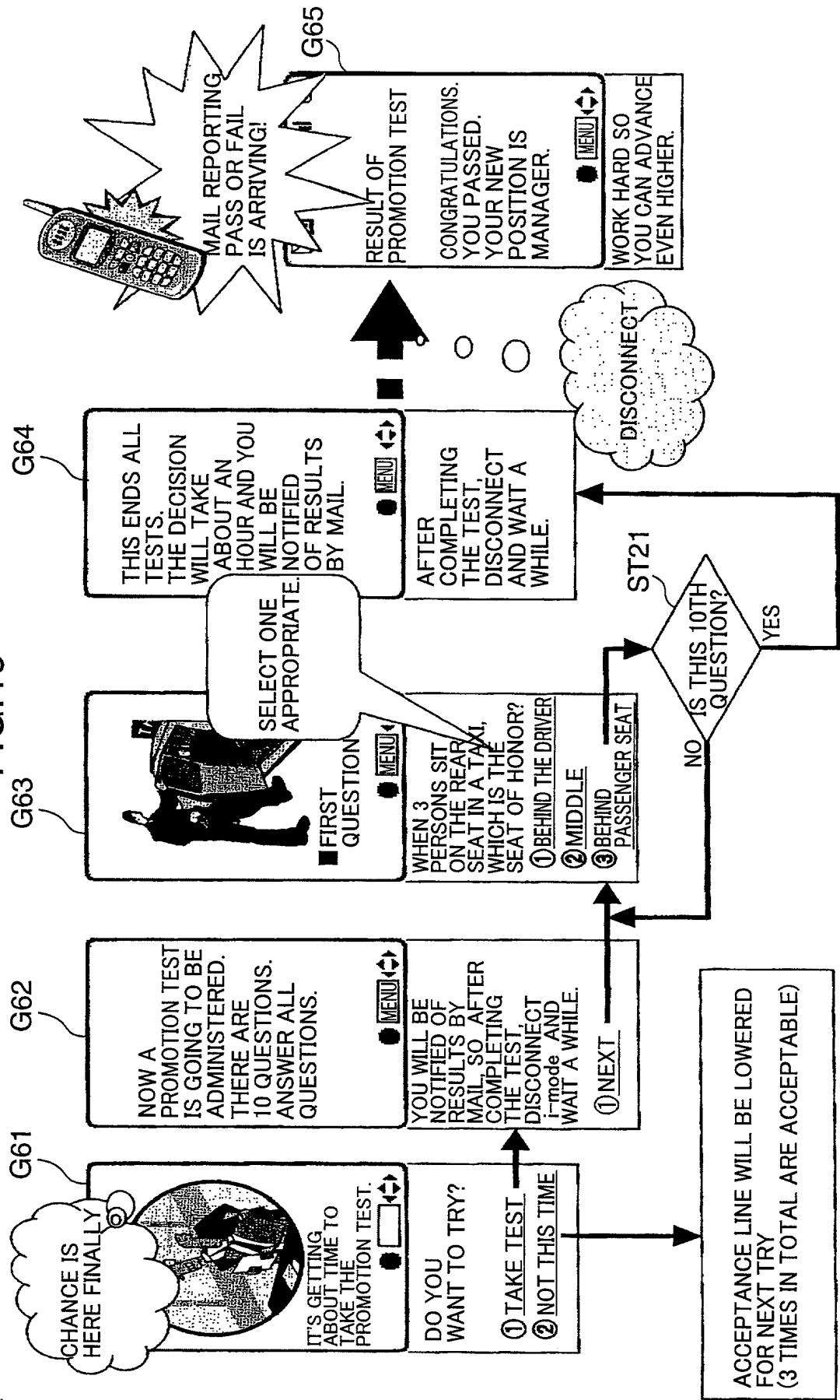


FIG.20

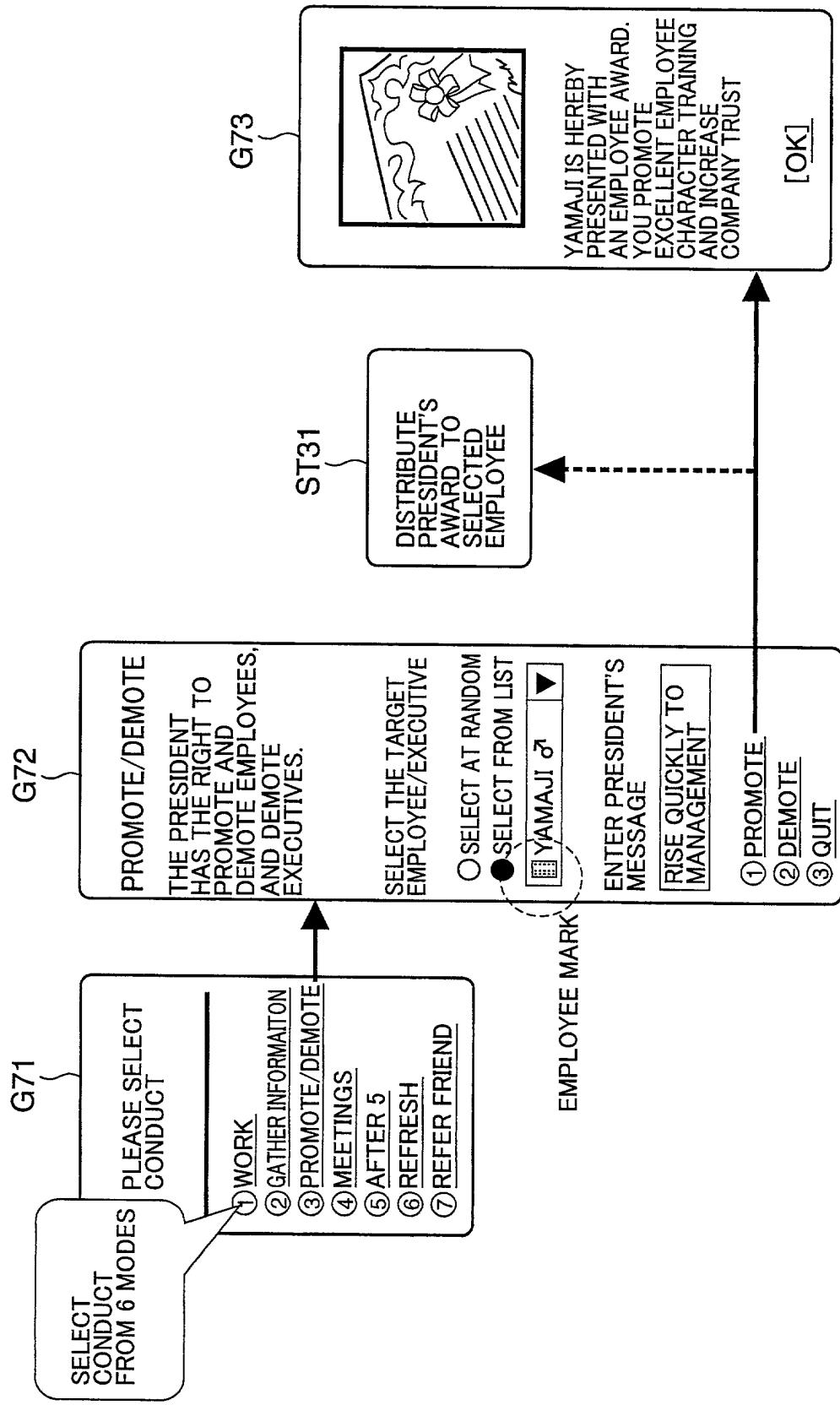
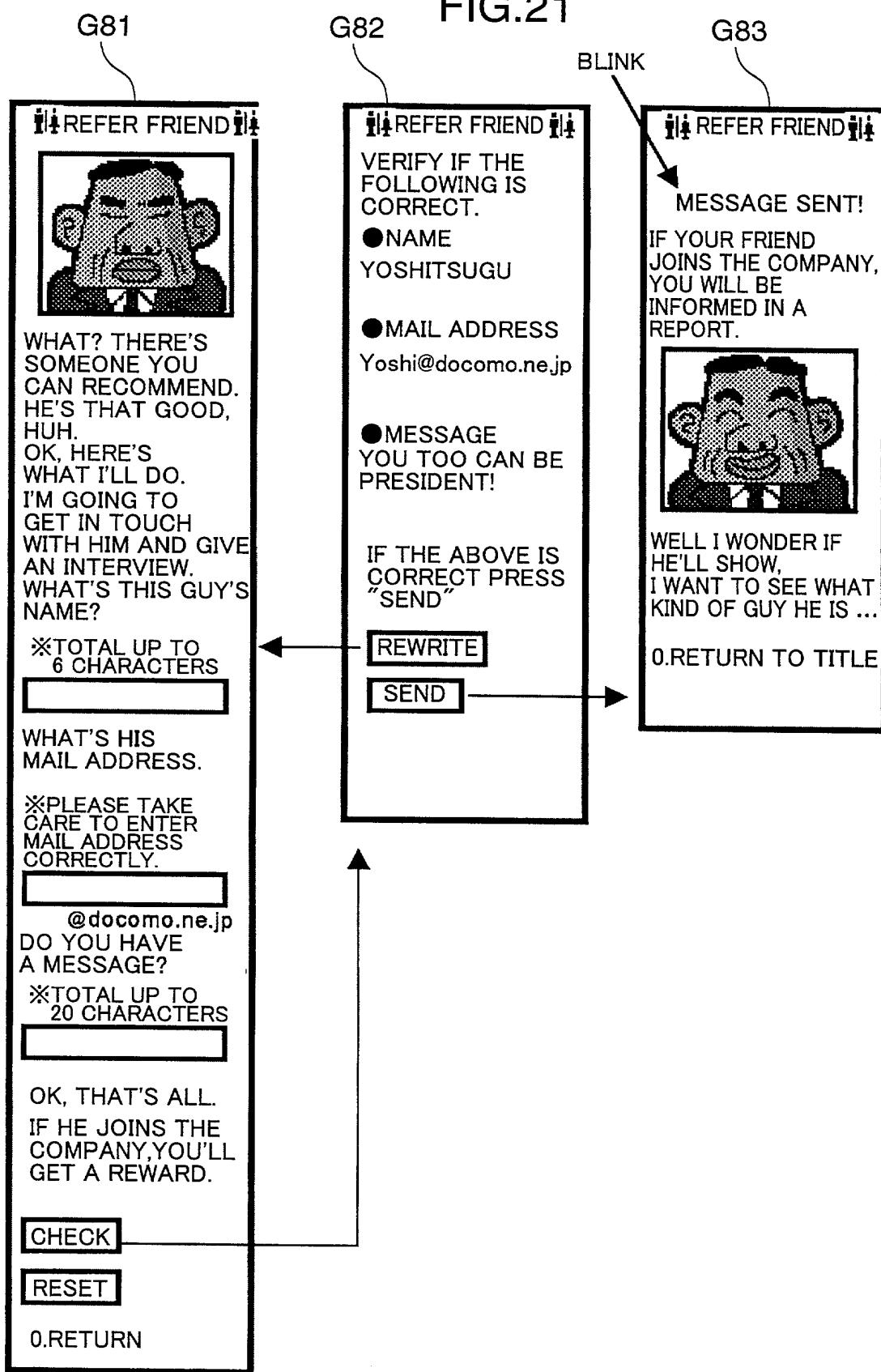


FIG.21



# FIG.22

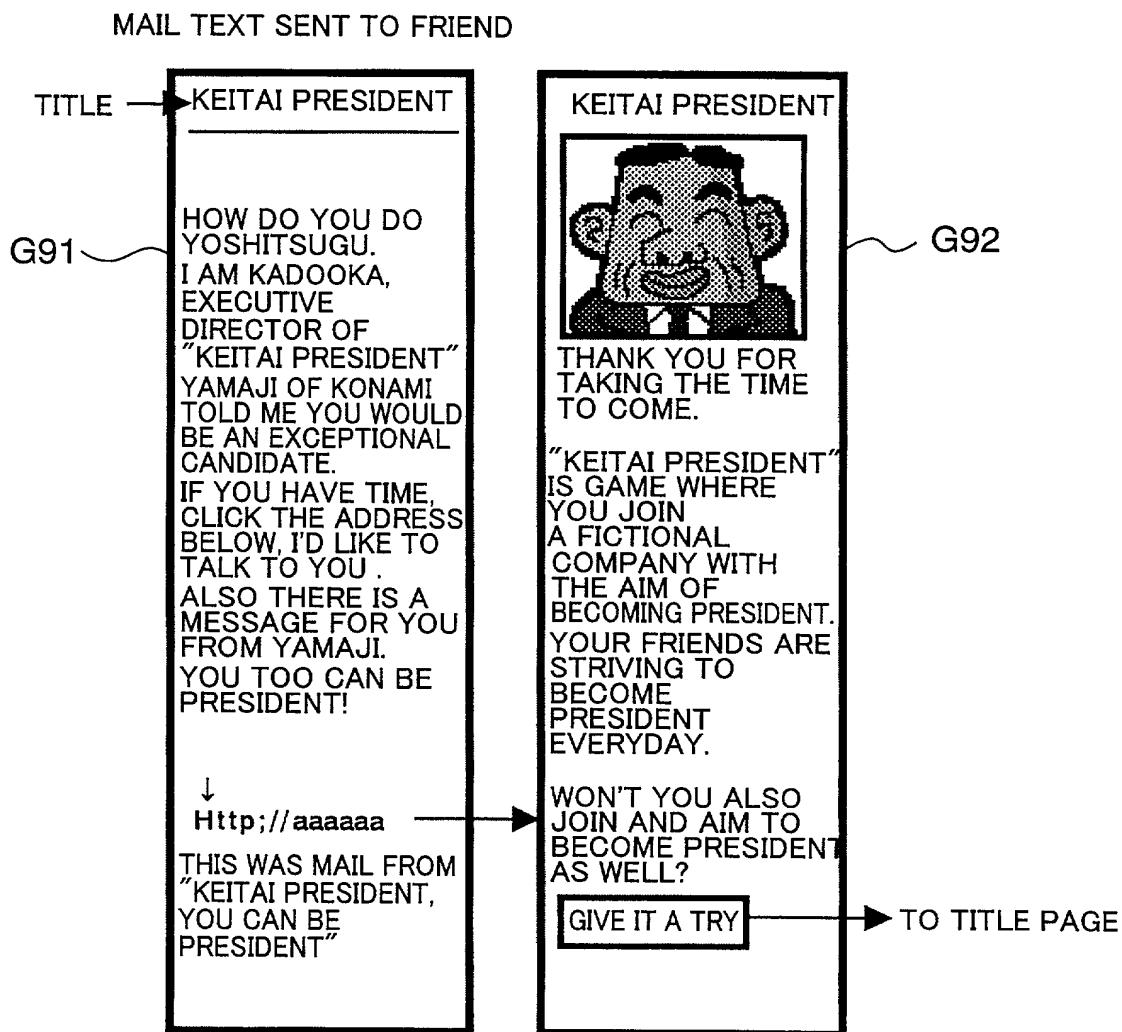


FIG.23

